

**QGIS 3**

**How to load maps templates**

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QGIS map templates

The A4 Landscape and A4 Portrait map templates: **2022\_OCHA\_A4\_Landscape\_QGIS\_3.16\_Template.qpt** and **2022\_OCHA\_A4\_Portrait\_QGIS\_3.16\_Template.qpt** can be found here. (Load templates to IM toolbox + share with brand portal)

Below you will find instructions on how to load the templates, for you to use in QGIS. Alternatively, you can also watch this [short video](https://www.youtube.com/watch?v=TqymUhRWz00).

Installing QGIS templates

Download the templates

Find the repository where you need to place the templates

In QGIS go to **Project** > and open the **Layout Manager**.



In the Layout Manager Click on **User**. This will open the repository where you will need to copy/paste the templates. 

Depending on where you have installed QGIS your path might look different.

C:\Users\XXXX\AppData\Roaming\QGIS\QGIS3\profiles\default\composer\_templates

Copy/paste the templates



Once you have copied the templates you will be able to use them in QGIS.

Importing OCHA map style

You will need to download the 2022\_OCHA\_QGIS\_ReferenceMap\_Style.xml file.

For your reference you can find more in-depth documentation on the **Style Manager** [here](https://docs.qgis.org/3.16/en/docs/user_manual/style_library/style_manager.html).

1. Download xml Style file

In QGIS open the **Style Manager**



Click on Import/Export and Select Import Items(s)



Import style

Navigate to where you have downloaded the 2022\_OCHA\_QGIS\_ReferenceMap\_Style.xml file.

You can check **Add to favorites** and add **additional tags**.

Either chose the symbols you want to import or Click **Select All** and **Import**.

Find imported style



Importing ArcGIS style files with SLYR plugin

Here are some resources that will guide you on how to import ArcGIS style files (.style) into QGIS.

Make sure to check your imported symbology, the symbols & colors might not come perfectly across, or some do not come across at all.

* From Open.gis.lab: Converting ESRI Styles to QGIS XML Using SLYR: <https://opengislab.com/blog/2019/3/16/converting-esri-styles-to-qgis-styles-using-slyr>
* YouTube video on How to import Esri Style with SLYR <https://www.youtube.com/watch?v=3_J2j68xgNo>

Importing custom SVG symbols to QGIS

Detailed resources at: [**QGIS User Guide**](https://docs.qgis.org/3.10/en/docs/user_manual/index.html): [12.2.2.2.2 Marker Symbols](https://docs.qgis.org/3.10/en/docs/user_manual/style_library/symbol_selector.html#marker-symbols)

1. Point your SVG path

 

Under SVG Paths, make sure that paths are listed.

Copy the SGV icons, or SVG folder into one of these locations

C:\Users\XXX\AppData\Roaming\QGIS\QGIS3\profiles\default

C:\Program Files\QGIS 3.16.8\apps\qgis-ltr\svg

Depending on your installation path, this might be different.

As an example, we will be using the custom **North Arrow** used in OCHA Reference Maps.

SVG of North Arrow has been copied to C:\Program Files\QGIS 3.16.8\apps\qgis-ltr\svg\arrows



1. Add symbol to Style Manager



* In the **Style Manager** choose where you want to import the new symbol to (one particular group, tag, favorites etc). Here we will use the tag **OCHA Reference**.
* Under **Marker** click , this will open the following window.



* Change the **Symbol layer type** to SGV Marker
* You can adjust size, unit etc
* Under **SVG browser,** navigate to the folder where the new SVG symbol is.



* Select the SVG Image in the right-hand side pane and click **OK**.
* Then Save the New Symbol.



* Give the new symbol a Name
* Fill in the Tag(s)
* Additionally, you can check the Add to favorites box
* You will now be able to find the new symbol where you saved it.